BLUE MAX

by Bob Polin

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LOADING BLUE MAX

Cassette

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If there are any cartridges in the slots, remove them and close the cartridge door.

Insert the program cassette into the cassette recorder with the label side up. Press the play button on the cassette recorder until it locks in the down position. Hold down the start button on your computer and turn on the power switch. After you hear a beep from your computer, press the return key. The program will load in about four to five minutes.

Should you have any difficulty loading the program, rewind the tape all the way to the beginning and try to reload as described above. If this fails, simply slip the cassette over and try loading the reverse side of the tape. The program has been recorded on both sides of the tape.

Disk

Pull the release lever above the keyboard towards you to open the cartridge door. If there are any cartridges in the slots, remove them and close the cartridge door.

Turn on your disk drive and wait for the busy light to go out. Insert the BLUE MAX program disk into the disk drive label side up with the section towards the rear of the disk drive. Close the disk drive door and turn on the power of your computer. The program will load in about 30 seconds.

Cartridge

Pull the release lever above the keyboard towards you to open the cartridge door of the computer. If any other cartridges are present, remove them. Insert the BLUE MAX cartridge into the left slot label side towards you and close the cartridge door.

BLUE MAX — PLAY INSTRUCTIONS

Objective

You are Max Chatsworth! Known by your mates as "the Blue Max" you wear the very name of the medal given by the Axis powers to shoot down your plane! Now, you must earn the title! To be successful you must make a final assault on three specially marked targets within the city. You have only one aircraft and very little time to accomplish this most difficult of missions.

Takeoff

Press [START] on the computer console. Your plane will automatically taxi. When the speed reaches 100 miles per hour, press **forward** on the joystick. Your plane will lift off the runway and you may proceed with your mission at your desired altitude. Subsequent takeoffs will begin automatically when repairs have been made, or you can abort repairs with a press of the joystick button. Again your speed must be at least 100 mph to successfully lift off.

TARGETS

These include all bridges, buildings, enemy planes, tanks, anti-aircraft batteries, vehicles, and ships. From time to time some targets will be specially marked as follows:

- Buildings and bridges with flashing red-white bullseye
- Flashing blue enemy planes
- Flashing blue cars
- Red ships

These are primary targets and a certain number must be destroyed in order to gain entry to the next level.

STRAFING

Air-to-ground strafing can be accomplished by reducing your altitude to 21-25 feet, (the command bar will show a steady brown color) and pressing your fire button. Left and right movement will improve strafing results. Attempting to bomb will most likely cause a crash.

BOMBING

Bombing is accomplished by pressing the fire button and pulling back on the joystick. You will descend during a bombing run, so be sure that your aircraft is high enough.

LANDING

When a friendly runway approaces, a tone will be heard and a green "R" will appear on the command bar. Press the fire button to lower the landing gear, and the "R" will change to an "L". When you are over the runway, descend and land. Repair work will begin automatically and you can watch progress on your command bar. If you wish to abort the repair work, press the fire button. As with all takeoffs, your speed must reach 100 mph before liftoff.

Control Display

F = Fuel left **B** = Bombs left **ALT** = Altitude
SPD = Speed
W = Wind Factor **P** = enemy plane approaching
Red asterisk (top of command bar) = Enemy plane above
Runaway "R" or Landing gear "L" flashing = Must land (enemy city approaching)

Damage Display

Anti-aircraft fire as well as enemy planes can damage your aircraft. When hit, the command bar turns red briefly. Damage is shown along the top right of the command bar as follows:

F = Fuel leak **B** = Bomb gear damaged (intermittent bombing)
M = Decreased maneuverability
G = Machine gun damage (intermittent firing)

When all the above are lit, the next anti-aircraft hit causes a crash.

Command Bar Colors

Red = hit by enemy gun or anti-aircraft
Blue = at same altitude as enemy plane — can now be destroyed.
Brown = strafing altitude
Flashing Yellow = flying too low — a crash is imminent!
Flashing Green = mission complete!! — land and receive award.

Options

Press [OPTION] for option menu. Press [OPTION] again to move the asterisk to your choice. Press [SELECT] to change your selection, and [START] to start the game.

Normal CTRL = push joystick forward to climb, back to descend.
Reverse CTRL = pull back to climb, push forward to descend.
Gravity = plane will drop when joystick is released.
No Gravity = plane will not drop when joystick is released.

Pause

Press the space bar to pause the game. There is no time penalty for pausing the game.

Hints for Better Play

1. Choose which joystick direction suits you best. Most aircraft are actually flown using Reverse Control.

2. Climb slightly just prior to releasing a bomb. Bombing causes you to drop in altitude.

3. At higher altitudes you need to lead your target a bit more. Use your shadow as a general benchmark.

4. Don't excite the Axis Powers!! They anger easily and may come after you in greater numbers.

5. Stay airborne. Crashing shortens game play.

WARRANTY

SYNAPSE SOFTWARE warrants to the original consumer/purchaser that this SYNAPSE SOFTWARE program cassette/diskette (not including the computer programs) shall be free from any defects in material or workmanship for a period of 90 days from the date of purchase. If a defect is discovered during this 90 day warranty period, and you have timely validated this warranty, SYNAPSE SOFTWARE will repair or replace the cassette at SYNAPSE SOFTWARE's option, provided the cassette and proof of purchase is delivered or mailed, postage prepaid, to SYNAPSE SOFTWARE.

This warranty shall not apply if the cassette (1) has been misused or shows signs of excessive wear, (2) has been damaged by playback equipment, or (3) if the purchaser causes or permits the cassette to be serviced or modified by anyone other than SYNAPSE SOFTWARE. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 days from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded.

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BLUE MAX

Requires Atari 400 or 800 with 32K (disk and cassette) or 16K (cartridge) and joysticks.

In the June of 1915 on the continent of Europe. World War I was raging. The Allies were trying to hold onto Europe and the Royal Air Force was a key weapon thrown against the Axis powers.

On the 19th of June while flying on a reconnaissance mission Max Chatsworth watched as his entire squadron was cut to ribbons by enemy planes. On that day he personally shot down seven fighters. When he returned to base he vowed to avenge the death of his comrades. The following month he shot down 13 more enemy planes.

The Axis offered the Blue Max decoration — the highest flying medal — to any pilot who would shoot down Max Chatsworth. From then on his mates called Chatsworth "the Blue Max."

And now you are Blue Max of the R.A.F. in command of a biplane fighter bomber. Your mission is to pulverize the enemy's airfields and bridges and to destroy as many enemy fighters as possible.

From out of the sun, enemy planes dive and attack, machine guns chattering. From the ground, huge guns boom their deadly welcome.

You smile grimly to yourself as another bird trails a smoking plume to the ground.

Bombs away and God save the King!

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